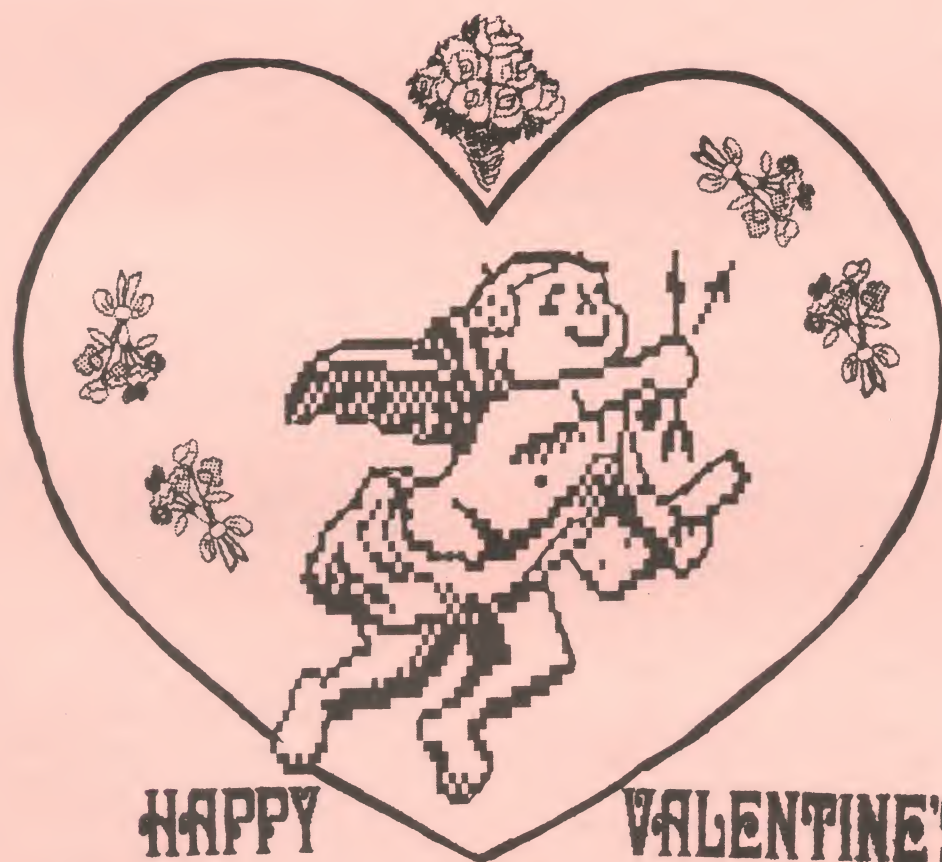


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# M.A.C.E. JOURNAL

*"Devoted Exclusively To The Atari Computer User"*



HAPPY VALENTINE'S  
DAY

Published by the Michigan Atari Computer Enthusiasts

## FROM YOUR PRESIDENT

Tom Sturza

"Why join a Users Group?" As President of M.A.C.E. I often get asked this question.

Well, here is my answer. I believe that getting people together with similar interests and needs can be beneficial to all. M.A.C.E. accomplishes this through General Membership and Special Interest Group meetings. We normally try to have "Question & Answer" sessions at such meetings and provide help to both New and not-so New users.

Information on hardware and software is also available through the M.A.C.E. Journal. Also of benefit (mostly to local members), are the many ads we run from our advertisers. Many of these companies provide discounts to our members when they say, "I am a M.A.C.E. member and I saw your ad in the Journal".

And last, but certainly not least, is our large (and growing) Public Domain Disk Library - both 8-bit and 16-bit. Where else can one purchase for \$5-6 per disk: games, utilities, demos, educational software, Print Shop picture disks, you name it!

So, M.A.C.E. members, let's get out there and encourage other ATARI PC owners to join us. If your membership is expiring soon, renew now and stay with us.

Let's share the ATARI experience!



## FROM YOUR EDITOR

R. Charles Sibthorpe

Well the hot topic for this month seems to be the recent letter from the publisher of ANTIC, James Capparell. As a result of the overwhelming response to his correspondence, by our membership and the SYSOP's across the nation, I have included some of the more interesting comments in this month's Journal. As much as I would like to have included all of them, I would not have had enough room for the articles that you have sent to me in the past few months. So look forward for more comments regarding the recent policy change from ANTIC.

I want to take a minute to apologize to the officers that submitted articles for this month's Journal for not printing their material, but due the fact that we are under some form of budgetary restraints, I had to limit this Journal to 28 pages (remember when the Journal was only 12 or 16 pages thick or at times not at all?). This month I had enough material to have had at least a 32 page Journal, but to adhere to our self imposed mandate to "not spend money that we did not have" I was forced to limit the size to the current level.

Starting next month I will be adding another MACE member to the ranks of the Journal Staff, Hugh Moore of Gross Point Farms. Hugh's background is in Journalism and he is a member of the English Department at Demby High School. Hugh has indicated that he would also be available to assist with Taricon II on a limited basis. Welcome aboard Hugh, I promise you a lot of good hard work.

Next month I will publish the global settings for Atariwriter + that I use to write your Journal. I will not be at the next two meetings in February and March due to Business. But I should be at the following General Meetings, until then, keep those articles coming in. Bye



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#### **JOURNAL SUBMISSIONS**

Upload to any MACE BBS or send directly to MACE. Journal submissions should include text and program listings on disk and paper. Submissions will be returned if stamped, self-addressed mailer is supplied and will be handled with reasonable care. However, publisher assumes no responsibility for return or safety of artwork, photographs, or manuscripts.

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THE COMPUTER MAGAZINE FOR THE PROGRESSIVE ATARI USER

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## A LETTER TO M.A.C.E.

December 9, 1986

Dear Mr. Sturza:

It has come to our attention that one of your users group's bulletin board systems, M.A.C.E. West, has programs in its download section previously published in Antic. These programs are covered by United States copyright laws and are therefore not public domain.

We are notifying you of this because we are sure that a respected users group like M.A.C.E. would not want pirated software on its BBS, and we request that you remove it as soon as possible.

Thank you. Sincerely,

James Capparell  
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Antic Publishing, Inc.  
524 Second Street  
San Francisco, CA 94107  
(415) 957-0886

---

### M.A.C.E. REPLY

We had been operating under an earlier understanding that it was okay to include Antic programs in our BBSsystem Download sections, as long as:

- 1) no instructions were provided and
- 2) the magazine name, date and page(s) were provided.

We have been following what we believed to be Antic's former rules on this topic. However, since we truly do not wish to "Pirate" anyone's software, we have removed all Antic programs from all three of our BBSsystems as of December 17, 1986.

[Editor's Note: The following comments were left on the MACE Superboard BBS in response to a recent letter from the publisher of ANTIC, James Capparell]

From: A.Q.

Ive seen ANTIC do things like this before. Maybe they want to get out of the 8-bit business all together. I've never bought ANTIC myself (a friend and I trade ANTIC and ANALOG) and [I] wouldn't waste my money. ANALOG supports their 8-bit users much more so than ANTIC. I don't know how many of you get ANALOG, but I've been getting it for 4 years now. Never been dissapointed! I think MACE should drop ANTIC like a hot potato - forget that they exist!!!

From: J.S.

I really can't believe this about ANTIC. Next thing you know they'll be sueing individual subscribers who forget to type in the REM statement with their copyright notice. I think ANTIC is trying to get out of the 8-bit market. They've been devoting more and more to the ST, and what they've published for the 8-bit is really poor. I agree we should boycott ANTIC.

From: J.W. (Anchorage, Alaska)

I have read ANTIC for years, and I cannot believe this! have tended to go with ANALOG with greater magnitude as time progressed....I like ANALOG more and more...but this is ridiculous! I have captured this whole message base and [will] post this on all other BBS's such as ATARI BBS, all lines..this should be national news...not just Michigan. On another subject...MACE looks excellent!!! We have a small club called ACCA...Atari Computer Clup of Anchorage. Call an Alaskan BBS! 907-243-3522 1200 baud!

Well that's all I have room for this month (unless I bump a submitted article). I will be printing more comments on the very HOT issue in next month's Journal.

Charles Sibthorpe  
MACE Editor

## THE NEW EPYX JOYSTICK

Review by Hugh McLean

So, what's new about Joysticks, anyway? Well, Epyx has come out with a joystick that is indeed different. Ergonomics!!! (making products that are designed for People Comfort).

The new joystick is intended to, do just that. It is designed to be cradled in the palm of the left hand, while the right hand operates the quick snap acting joystick. The fire button is located where the index finger of the left hand rests.

To determine the effectiveness of this concept, we set up a test using another popular joystick (to compare with), and tried each one for high scores - using several different programs. Bunky, our resident game expert, was the official tester. The results of the test are as follows:

GAME	HIGH SCORES	
	BOSS	EPYX
Missile Command	67,425	46,955
Bruce Lee	107,700	87,600
Finhead	10,110	8,425
Donkey Kong	27,000	27,000
Defender	179,600	168,300

How does the "Epyx" really compare to the "Boss"? Well, there are a number of things that I think of.

1. If you don't use the index finger of the left hand to depress the fire button, you will find the joystick awkward to handle. Especially if you use the thumb of your right hand.

This joystick forces you to use the index finger of the left hand, since that is the only place the joystick can be held.

2. While the bottom of the unit is round, it will stay on a table without

tipping over, but you will have difficulty trying to operate it from that position.

3. Even though the "BOSS" scored higher than the "EPYX" on the game test, the "BOSS" had an advantage in being more conventional in design, while the "EPYX" takes a while to become proficient with the left hand index finger.

4. In conclusion, when I asked Bunky if he would buy an "EPYX" if he was in the market for a joystick, he replied, "yeah".



**A SPECIAL THANK YOU  
TO THE FOLLOWING  
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**BASIC BITS 'N' BYTES  
MICHTRON  
RENTERTAINMENT  
SECTOR ONE COMPUTERS  
SOFTWARE TRENDS  
SUBLOGIC SOFTWARE**

## Flying the ST

by

Allen P. Bargaen

Some months ago, I wrote that one of the most stimulating areas for serious application of the ST computers was in the field of Artificial Intelligence. Hence this month's topic. Artificial Intelligence (AI) as it has come to be known is best defined as "The study of how to make computers do things at which, at the moment, people are better." Humanizing that concept, we can say that the ultimate intent of AI is to create programs of such intensity and ability that they can interact with humans and reach independent conclusions based on logic and reasoning. While this may have some shades of the current SDI, remember that the limiting factor in accomplishing this goal is memory. We need memory, lots and lots of it to even come close to approximating the ability of the human mind to think. There is a good deal of confusion in the scientific computer world, and no clear definition of AI is currently available. People choose their own methodology to explain the fundamentals of artificial intelligence. It's evident that this field of computer application is growing astonishingly as computers become ever more powerful.

=====

Artificial Intelligence is the part of computer science concerned with designing intelligent computer systems that will exhibit characteristics we associate with human behavior!

=====

This month, we will try to understand exactly what Artificial Intelligence is, provide some insight into one program that was written specifically to tackle AI, and in succeeding issues, will examine the role that we can play as developers of this pioneering field by applying the ST computers.

The term "intelligence" is reserved for Humans. Why? You would be hard pressed to even define the term, but my

favorite is "To be able to recognize the relative importance of different elements of a situation." This then is our goal; To make computers exhibit intelligent behavior. More simply put, to develop intelligent computers.

There is one thing that computers do much better than humans, they do numerical computation, and they do it with such speed and accuracy we could never hope to compete. Nor dare I say, do we want to. The more difficult a task is for you to do, the more deliberate and conscious thought you have to devote to it's solution. If the task is one requiring a lot of number crunching, it is best left to a computer that can provide you with the proper answer because it contains the intricate detail to do so. Cognitive abilities however are still beyond the reach of any computer system. They cannot make distinctions between subtle differences in situations that might lead you to come to a different conclusion than one based strictly on the apparent facts.

Heuristic concepts are an important part of AI programming. That is the use of "rules of thumb" solutions as the route to successfully concluding a problem. Basically, this method helps you determine how to proceed to solve a problem. This is the field many researchers are currently entering, because it offers the most potential at this point in time.

Let's take a look at one program designed within the broad parameters of Artificial Intelligence. The program is called MaxThink(tm) by MaxThink, Inc of Piedmont, CA. The authors wanted to write a program that would stimulate your thinking processes by the use of the computer. In this case, the Atari ST. MaxThink can best be described as an outline manipulator containing powerful tools for structure, organization, focus, generalization, and insight. Gee, I'm impressed already!

=====

The Human brain is brilliantly organized  
to avoid thinking processes!

=====

What MaxThink does best, is to provide you with a program that gives you multiple ways to collect and organize information to help you discover new ideas, or to solve problems. The manual provided with the program is well written with lots of humorous dialogue and clear, well defined steps to lead you through a typical situation.

When you first boot the disk, you are presented with a blank screen, much like what you would expect to see if using a word processor. Pressing the Help key gets you a convenient menu describing all of the functions of MaxThink. When MaxThink starts up, it automatically creates one topic containing no text. You add the text. I like MaxThink because it uses the Mouse as a logical interface between the user and the computer. To get the menu, you simply click on the Right button and the menu pops up on the screen. From there you select the command you want to execute. Let's select the Text editor from the pop-up menu, then choose EDIT from the choices. Clicking the left button on the mouse gets you into the Editor where you can enter the title of your outline. After you have done that, you then enter topics as desired. In the manual, the topic was "List of things to do today", and as an example, one of the text entries in that topic would be to "get up in the morning." You might also add things like, "get clothes at cleaners", or "Doctor's appointment at 12:30". The next move is to exit the text editor and create some sub-topics. As we do this, the real power of MaxThink becomes apparent as the topics become better defined.

MaxThink by the way, is transportable to a word processor for expansion of ideas as they relate to the points you created when you set up the outline. The author provided as much flexibility as possible in setting up the program. Once you have entered all of the topics relative to your outline, the real

power of MaxThink can be called to help you produce better thinking, writing, or planning.

Don't be fooled by this review. The program MaxThink is very powerful, but is not for everyone! Everyone can comprehend information to some degree, that's no big deal. To use this program however presupposes that you are capable of creating new ideas from the facts at hand. Ok, so we all do that too, but how efficiently? And how skilled? To become an expert, one must practice. In this case we apply our brains and interface with the computer to become more proficient. The program will help you become a high level thinker because it will create NEW information from the various topics and sub topics you have established.

This does not conclude the review on MaxThink because there is much more to the program, and I would like to use the program to carry on this topic for the next few issues. Besides, I've already run out of room for this issue, and still have a few things to say on other topics before calling it a wrap.

Firstly, a barb to certain people who callously suggested in the December MACE journal that someone should be writing about the ST in the Journal. Seems to me these people might want to read the journal to see what it contains. My article, "Flying the ST" has appeared in numerous journals since the inception of the computer. They win the bent pin IC award this month.

Rumors about the TT or whatever you want to call it. Several friends have now confirmed that they have actually had hands on experience with the newest computer in the Atari stable, and were totally awed by what they saw. This system, still a year or two from market in my opinion, will move the true hackers into hi-rez mode (pun intended) as they scurry to get their hands on what may just prove to be the dynamite product of the 1980's. Computing will never be the same again.

Allen's hot pick for game software choice of the month is S.D.I. by Master



Designer Software Inc. The simulation of the Strategic Defense Initiative is so well done, it raises the level of gaming on the ST several notches above spectacular. If you like gaming with a lot of action, this one will become a favorite. Buy it! Support software developers, these guys have earned their bucks. Two other choices to consider are:

Harrier Jump Jet  
and  
War Zone

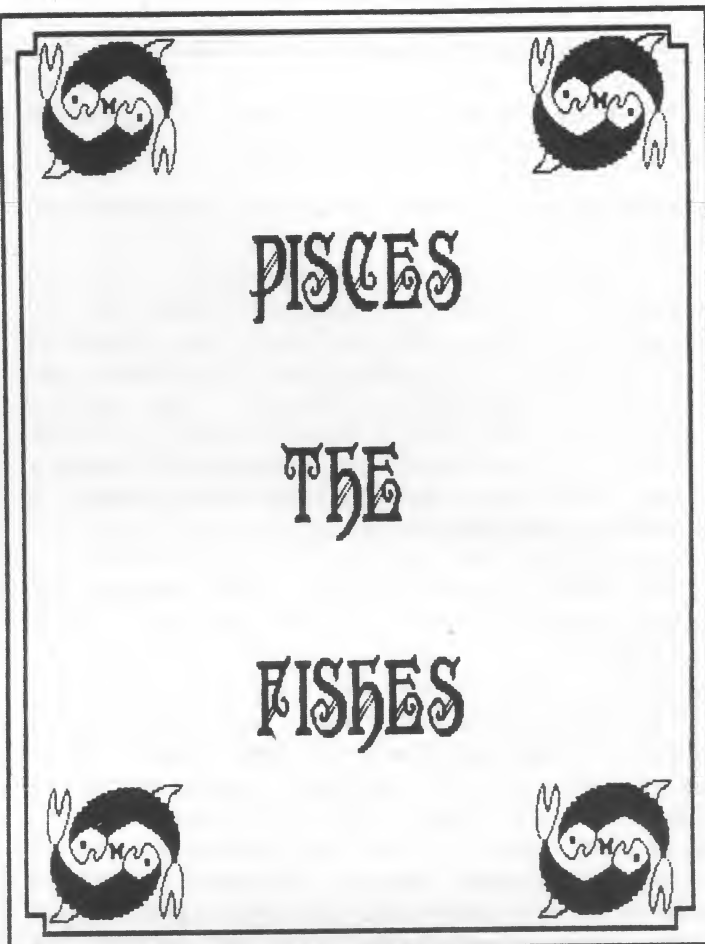
That's about it this time around.

mace mace mace mace mace mace mace mace

MACE Disk P08 is ATARI MINI-FILM FESTIVAL. This disk is PD042 in the Antic PD disk catalog.

MACE Disk P06 is Steve Dong's GALLERY. This great picture disk is PD047 in ANTIC's PD catalog.

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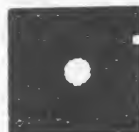
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## Flying the ST

by

Allen P. Bargaen

Editor's Note: The following article was supposed to have been printed in the last Journal. However, due to a serious logistics problem (and a lot of good activity on the MACE West BBS) I was not able to acquire this article in time to meet the printing deadline. Therefore it is printed in this issue.

Christmas gets closer every day, and I still haven't had time to make the list and check it twice. So today may be the golden opportunity to look into the grab-bag of goodies currently on the market to see what might be a nice stocking stuffer for the ST in your life. Here are a few of the things I would like to see under my tree this holiday season.

Most ST users have discovered the "real world" of word processing and there is lots of good news in this area. During the past few months, several new full featured word processor packages have made their way to the market with more on the way. Best sellers at the moment include Timeworks' Word Writer and Word Writer Dictionary, a 2 disk set that offers just about all of the features you might expect in a high quality word processor. Regent Base II is also a vastly improved version of their original word processor (one of the first pieces of commercial software to ever hit the market for the ST by the way). This one wins the award for best screen representation of how one might expect to see their finished text. Fully GEM supported it is reactive to the mouse, and kind of fun to use. For occasional letter writing and short articles, I still vote for ST Writer v 1.07. A stimulating package of basic goodies that do not require a lot of user interface to produce good output, and the price is right. You might like to consider any of these three for a Christmas present. If Graphics are a vital part of your word processing then a program such as Boffin would fill the bill quite nicely. This

English word processor is very powerful and allows the importation of graphics created by such programs as Degas, or Neochrome directly into your text. Now you can include those favorite pictures in your letters that are so hard to describe in a thousand words or less. (apologies to Shakespeare)

No self respecting author is worth his salt without a good word processor spelling checker, and true to expectation, there are several out there. One that I use regularly is Thunder by Batteries included. Make a spelling checker a must. Batteries Included will soon release some of their more powerful word processors, and we would add them to the list as well, based on their excellent track record of producing only top quality products for the Atari.

=====

Imagine printing your own Xmas cards in color and with the Quality of a Hallmark card!

=====

And now the next generation of word processing comes to the ST. Desktop Publishing is the newest buzzword in the computer industry. Coupling a good quality Laser printer to the ST will give you Desktop publishing at it's finest. Until recently, there was only one Laser printer on the market for the ST, called KISS. This Canon driven copier does an admirable job, but is your basic bones unit. Anyone who went to COMDEX will now know that there are at least 20 machines that can be supported on the ST with a wide range of features and styles. Coupling one of these high powered pieces of equipment to the ST, with a piece of software such as Xlent's new Typesetter Elite gives you your own publishing company. The power of these devices is awesome to say the least. Cost still remains a significant factor, and while

one might not expect to pay three to seven thousand dollars for an add-on for a home computer, there is certainly a demand for them in the business arena. My best estimate is that there will be a basic unit soon for less than a thousand dollars from Atari corp. While not a candidate for the stocking this christmas, you might want to pick up Typesetter Elite and start practicing.

For anyone with a penchant to print all of those wonderful Degas and Neochrome screens, you might like to look into the Color printers on today's market. Still the best choice is the Canon color ink jet printer that does a remarkable job of printing screen dumps of the ST. With the advent of video digitizing, and programs such as Tinyview, you can see/store/print a ton of pictures on one disk. These programs allow you to use the color printer to it's greatest advantage. I use my Canon to prepare color transparencies, flow charts, Electrical drawings, and lots of other similar things. It always pleases me to see the reaction when people discover that you produced these wonderful color pictures and presentations on an "Atari".

We are hoping that the newest products used on the ST will soon be widely available as well. What are they? Well, let's just say you Wordstar folks will soon have a new keyboard to practice on if you so choose. This software runs quite nicely on the ST NOW!

And before we get to the end of this month's article, let's not forget that we all need a break from the serious side of computing once in a while. Some stocking stuffers you should look at are :

Super Huey, a helicopter simulation  
Tass Times in Tonetown, a delightful graphics adventure

Space Quest, a simulation/adventure game worth seeing

SI Karate, for all the Rambo types out there

Space Station, a typical space type arcade game

Triffide, a fifth generation AE type of game that gets very tough

Hacker II, for the masochists of the

world

Flight Simulator, (my bet for game of the century)

Phantasie, a multi role playing odyssey

Gateway, a must for all adventurers

Harrier Strike Mission, a vector graphics simulation

Techmate, for the Chess players of the world

And about a hundred others...There is a ton of stuff out there, hope you find what you wanted under the tree at Christmas.

Seasons Greetings, Allen

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# CANADA

## NEW USER CORNER

By Tom Sturza

Question often asked by New Users of ATARI 8-bit Personal Computers:

Q: Why is it that some of the programs on M.A.C.E. diskettes won't "LOAD" from the MENU program?

A: Before answering this question, let's discuss the different types of "files" that can be found on M.A.C.E. diskettes.

Almost all M.A.C.E. diskettes have the ATARI Disk Operating System (DOS) on them. DOS.SYS and DUP.SYS are the two files that make up the complete ATARI Disk Operating System. The .SYS extender stands for "System" file.

AUTORUN.SYS is another "System" file that you will find on most M.A.C.E. diskettes. The AUTORUN.SYS file automatically "LOADS" and "RUNS" a BASIC language program called MENU. The MENU program displays a list of all available files for the diskette being read. You can then select the program you wish to run from the list.

The majority of files in our library are BASIC language programs. These programs will normally "LOAD" and "RUN" when using the "boot-up" MENU program mentioned in the above paragraph. In the past, program names were not always labeled consistently. M.A.C.E. is currently in the process of using .BAS as an extender to identify BASIC language programs. Example: DRAW.BAS

Some of the BASIC language programs in our library were not written using the ATARI version of BASIC language. These diskettes will be labeled as requiring "MicroSoft BASIC", "BASIC XL" or another BASIC language. If you do not own copies of these BASIC languages, you will not be able to use the programs on these diskettes.

There are also a few diskettes in our library that were written in other, non-BASIC, languages that can be used with ATARI 8-bit computers. The library

catalog will identify these programs as requiring ACTION, PILOT, LOGO or FORTH. Again, if you do not own copies of these languages, you will not be able to use the programs.

Many of the files on M.A.C.E. diskettes are not programs. They are DATA files used by other programs on the diskette. We are beginning to use extenders of .TXT (Text) or .DAT (Data) to identify such files. However this will not always be possible. Some of these files cannot be renamed with an extender, without rewriting the program that uses them. These files will probably remain in the library without extenders.

Also available in our library are various music files for either POKEY PLAYER or Advanced Music System (AMS). To use these files you need the appropriate "player" program. Most AMS music files will be identified with an .AMS extender. POKEY PLAYER music files will be identified with a .V extender.

Another category of files is "Pictures". These files will have a .PIC extender. Most of the picture files were created using the ATARI Touch Tablet or Koala Pad. There are a few programs in the library that will show or print these .PIC files.

A .DOC extender indicates that the file is a "document" file. This file contains information on "How to use" a program found on the diskette. An example would be the .DOC file found on the 1030 EXPRESS! telecommunications diskette. A .DOC file can be read on your TV or monitor screen or printed using either DOS option "C" or a word processing program.

This now brings us to the remaining files that will not "LOAD" and "RUN" from the MENU program. These programs were probably written using "Assembler" or "Machine" language (or they were compiled into "Machine" language). Many of these



files are already labeled with .BIN (Binary), .EXE (Executable) or .OBJ (Object) extenders. All three file extenders indicate executable "Machine" language code.

Since the majority of M.A.C.E. diskettes use a MENU program that will only handle ATARI BASIC language programs, you will have to use DOS to "LOAD" and "RUN" these "Machine" language programs.

One of the the easiest ways to do this is to load DOS without BASIC active. For people using ATARI 400/800 or 1200XL computers, just remove the BASIC cartridge. For the rest of you, remember to hold down the <OPTION> key when booting the system.

Turn on the computer following the above instructions and the DOS menu should appear. If you haven't already printed the diskette directory (list of files), you will have to obtain the correct spelling of the file you are going to load. Type the letter A and press <RETURN> twice. You will now have a list of all available files on your TV or monitor screen. It might look something like the following:

DOS	SYS	039
DUP	SYS	042
AUTORUN	SYS	002
MENU		010
ANTS	BAS	066
EDUCATE	BAS	080
EDUCL	DAT	031
GAME	OBJ	120
ROBOT	EXE	090
MOVER	BIN	197
030 FREE SECTORS		

What you don't see in the above example is the period (.) that is between the file name and the extender. For example, MOVER.BIN is the file name for the last file shown in the above sample list.

Now, type the letter L and press <RETURN> once. Key in the complete name of the file that you wish to load ---> GAME.OBJ or MOVER.BIN or ROBOT.EXE and

press <RETURN> one more time. The program should now "LOAD" and "RUN".

Well, that's it for this installment of New User Corner. One additional item: Don Neff, our Disk Librarian, would like you to let him know if there are any problems with any M.A.C.E. diskette. Please write down which diskette and what program didn't work as expected. Also, include your name and home telephone number (so he can reach you if he has any questions). Either give it to Don at a General Meeting or mail it to the M.A.C.E. P.O. Box.

mace mace mace mace mace mace mace mace

The MACE Librarian has available an album of pictures printed (in color) from various MACE Disks. These pictures are an excellent example of the quality of Koala/MicroIllustrator files in the MACE Library.

mace mace mace mace mace mace mace mace

# NEW USER

## CLASSES

STARTING FEBRUARY, '87  
DURING THE 2ND HALF  
OF THE GENERAL M.A.C.E.  
MEETING

ATARI 8-BIT & 16-BIT  
CLASSES WILL BE  
HELD EACH MONTH

# SERVICING THE XL/XE POWER SUPPLY

by: D.F.Neff

This article is a step-by-step trouble-shooting guide and parts list to permit you to repair your own computer power supply. It is written for the Atari enthusiast who is not well-versed in the electronics field, but has some interest in learning more. It assumes you are familiar with soldering techniques and the use of a VOM. Those of you who are hesitant to repair anything yourself should remember two things:

- 1.) It's already broken, you can't make it worse.
- 2.) Nothing in the power supply costs over \$10.00 to replace. In fact, the parts most likely to fail cost less than \$1.00!

Now let's get started. First, we'll consider the obvious questions. Is the power supply plugged in? Is the wall outlet working? Plug a table lamp into the wall outlet to test it. If you are using an extension cord between the wall outlet and the power supply, plug the light into the extension cord to test it too. If the outlet and the extension cord pass that test, we can turn our attention to the power supply.

Plug the power supply back into the wall outlet and remove the power supply plug from the keyboard console. This plug will contain seven pins as shown in Figure 1. The pins are connected in two groups of three with no connection to the middle pin. Using your voltmeter, check for the presence of 5 to 7 volts d.c. between the three pins on the left and the three on the right.

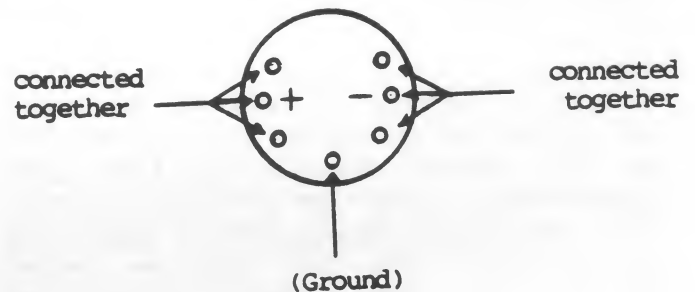


Figure 1

If this plug has the proper voltage and polarity then your power supply is working and your problem is located inside the keyboard console. If, however, you do not have the proper readings at this plug then you must do further testing inside the power supply.

Turn the power supply upside down, gently pull out the four rubber feet and unscrew the Phillips-head screw under each foot. Turn the power supply back upright and remove the top half of the case to expose the circuit board and components.

Remove the fuse and test it with your ohmmeter. If the fuse is O.K. reinstall it and proceed with the test program. If the fuse is blown and the replacement also blows, go to the test description for CR101-64.

The cord to the keyboard is attached to the end of the circuit board at points labeled GND and +5V. With the power supply plugged into the wall outlet, use your voltmeter to test for 5.0 to 7.0 volts d.c. across these two points. If the proper voltage and polarity are present between these points then your console cord and plug are defective and must be replaced. When you have replaced the plug and cord, use your voltmeter to check for proper polarity as shown in Figure 1, before hooking up the keyboard console again.

If no voltage was present at those two points we must go to the opposite end of the circuit board and test the transformer. The two secondary leads from the transformer attach to the circuit board near the fuse we tested earlier. Set your voltmeter for a.c. and check for 10 to 15 volts a.c. between these two leads. If no voltage is found here we must check the primary side of the transformer.

Notice: This next step requires working with dangerous voltages! If you are not experienced in handling 110 v.a.c., stop here and take your power supply to a repair shop. If you wish to proceed with this test, unscrew the two wire nuts attaching the power cord to the primary side of the transformer. Use your voltmeter to test for 110 v.a.c. across the two bare connections. If there is no 110 v.a.c. at this point, the power cord and plug are defective and must be replaced. If you find 110 v.a.c. at this point, then the transformer is defective and must be replaced. The transformer listed in Table 1 is is not a direct replacement and may present a slight fitting problem when you reassemble the power supply case.

If, when you checked the secondary wires near the fuse, you found the 10-15 v.a.c. to be present you should skip the 110 v.a.c. test. Instead locate IJC1 U102 which is attached to the black finned heat sink. It will look like Figure 2.

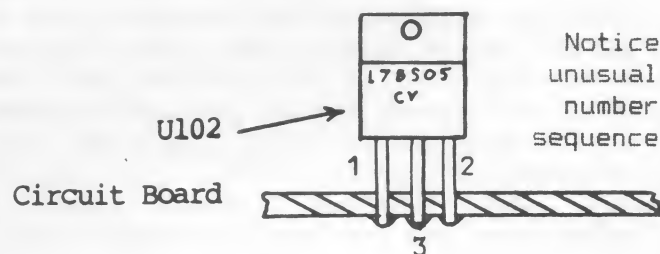


Figure 2

Remember when we first opened the case and checked the attachment points for the keyboard console cord and plug? Those two points are labeled GND and +5V and are located on the circuit board where the two wires enter the case. Attach your voltmeter's black or negative wire to the point labeled GND and leave it there while we test U102. Set your meter for d.c. again and touch the red or positive lead of your meter to each of the three legs of U102 one at a time. Be careful not to short two legs together while doing this test.

Pin 3, the center pin, should have about 1/4 volt on it. If it is lower than 1/4 volt it's o.k., but if it is higher than 0.5 volt, R102 may be defective. R102 is a 2.9 ohm resistor but can be replaced with three parallel 10 ohm resistors.

Pin 1 should have 11 to 16 volts on it, and pin 2 should have 5.5 to 7 volts on it. If pin 1 and 3 voltages are normal, but pin 2 voltage reads wrong, then U102 is defective and must be replaced.

If the voltage at pin 2 is too low, the problem is in the current rectifier diodes CR101-4.

Unplug the power cord from the 110 v.a.c. wall socket and allow the power supply to sit idle for at least two



minutes to allow C104 to discharge before proceeding. Set your meter to read resistance.

Check the resistance of diode CR101 and write it down. Reverse the meter leads (use the red where you just used the black and vice versa) and write down the new resistance reading. The value of these readings is not critical, but one must be at least twice as large as the other.

Repeat the same procedure for diodes CR102, CR103, and CR104. If any one of them fails this test, replace all four of them. The failure of one diode places excessive loads on the others and may lead to their failure later. Before removing a diode for replacement note the orientation of the silver paint band on one end of the body. The replacement diode must be installed the same way. If you get mixed up, refer to the diagram on the circuit board and refer to Figure 3.

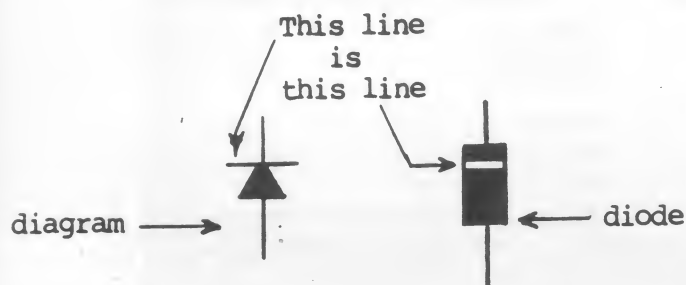


Figure 3

Now look at the other components on the board. If any of them are damaged or appear burned, replace them. At this point your power supply should be working as good as new. Use a small brush to remove any dust in the case, and reinstall the cover.

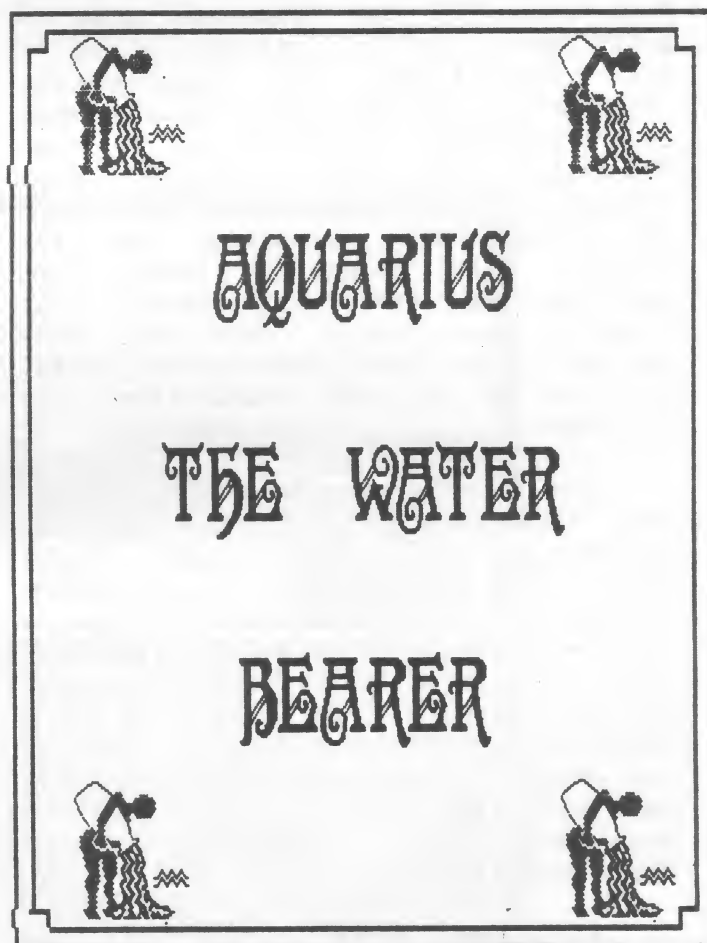
PART DESCRIPTION		RADIO SHACK STOCK#
Voltage Regulator	U102	276-1770
2.9 ohm Resistor	R102	271-1301 *
Power Transformer		273-1511
Console Power plug		274-003 **
Rectifier Diodes CR101-4		276-1143
Fuse		270-1246
Power cords		278-1255

\*(use 3 of these connected in parallel)  
 \*\*(not a 7-pin plug but it will work well)

Table 1

MAKE ONE LINER BY NEFF

```
10 POKE 755,4:FOR T=1 TO 600:NEXT T:POKE
755,0:FOR T=1 TO 600:NEXT T:GOTO 10
```



## NEW PRODUCT ANNOUNCEMENT

[Editor's note: M.A.C.E. received two new software diskettes from SubLOGIC Corporation just prior to the December General Meeting. These diskettes were given away as "Door Prizes" that night. We strongly believe that SubLOGIC Corporation has repeatedly demonstrated their support for the ATARI line of computers. For these reasons we are printing their "Press Release" in our Journal.]

### SubLOGIC Announces Release of San Francisco 'STAR' & Japan Scenery Disks

Two new Scenery Disks are now available for use with SubLOGIC flight simulation products (Microsoft Flight Simulator, Flight Simulator II, and Jet).

The San Francisco "STAR" Scenery Disk covers the San Francisco area in great detail, and is intended primarily for visual flight and sight-seeing. Highlights of the Bay area include most of the prominent buildings in the San Francisco - San Jose - Oakland area, Fisherman's Wharf, Alcatraz Island, and the Golden Gate, Dumbarton, and Bay Bridges. All mountains, lakes, and waterways are accurately located. All airports are highly detailed; many include hangers and refueling facilities. All local VOR and NDB transmitters are included.

The Japan Scenery Disk details the area from Tokyo to Osaka, and is appropriate for both visual flight sight-seeing and VFR or IFR cross-country navigation. Japanese scenery includes a highly-detailed rendition of downtown Tokyo (with Tokyo Tower, Palace grounds, and canal network), Mt. Fuji, the Shin Kansen bullet train, and Osakajo Castle. The Japan Scenery Disk also includes many mountains, lakes, detailed airports with refueling facilities, and VOR and NDB transmitters.

Each Scenery Disk is available for the IBM PC, Commodore 64/128, and ATARI 800/XL/XE computers for \$19.95. Each Scenery Disk package comes complete with

a detailed sectional chart plus full airport and nav-aid directories.

See your dealer, or write or call SubLOGIC for more information. For direct orders please specify which Scenery Disk and which computer version you want, enclose \$19.95 plus \$2.00 for shipping, and specify UPS or first class mail delivery. Visa, MasterCard, American Express, and Dinners Club charges accepted.

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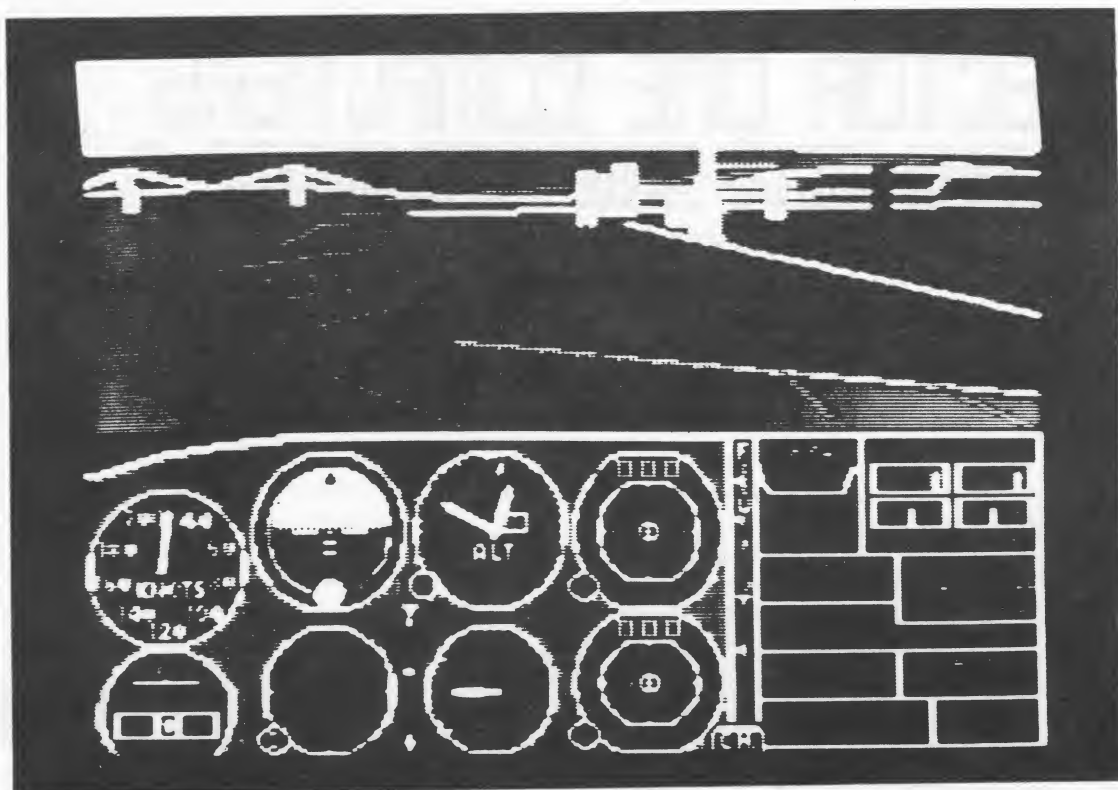
\*\*\*\*\*

### Important Dates - 1987 -

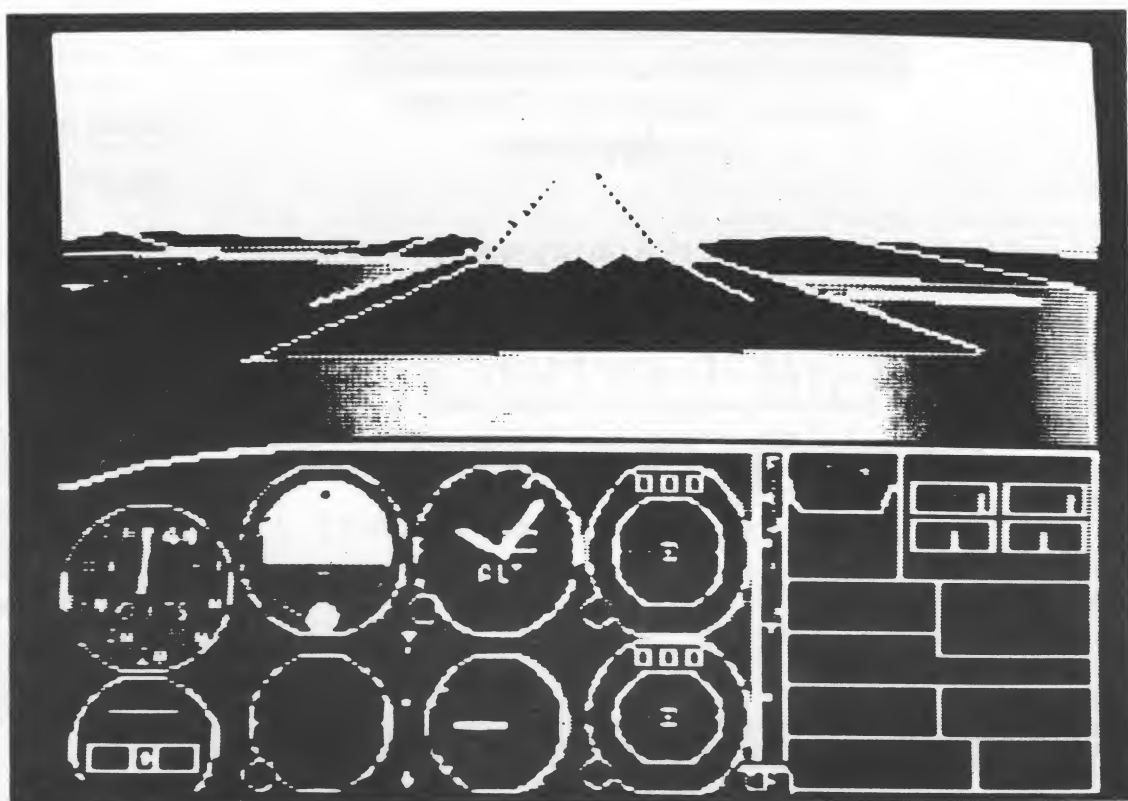
<u>General</u> <u>Meeting</u>		<u>Officers</u> <u>Meeting *</u>	
March	17	March	6
April	21	April	10
May	19	May	8
June	16	June	5
July	21	July	10
August	18	August	7
September	15	September	4
October	20	October	9
November	17	November	6
December	15	December	4
<u>- 1988 -</u>			
January	19	January	8
February	16	February	12

\* The final deadline for all Journal ADVERTISING and article submissions by the OFFICER'S, will be the officers' meeting.

ALL other Journal submissions MUST be presented to the Editor or one of the officers at the General Meeting or Uploaded to one of the MACE BBS's.



SAN FRANCISCO "STAR" SCENERY DISK - Fisherman's Wharf



JAPAN SCENERY DISK - Mt. Fuji



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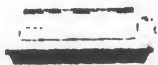
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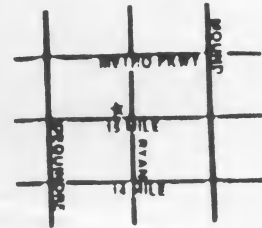
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## ELIZA

A Tale of Failure  
And Renewed Hope

by Gordon Totty

What a romantic title! If you are looking for romance, however, skip this piece. This is the time and place for me to confess my lack of programming expertise. I cannot deliver the ELIZA program that I have been promising to modify to run on the Atari. I didn't even get close enough to show you something that I wouldn't be ashamed to see my name on. Oh, woe! I must utter those words that strike fear into the heart of every over-50 male, "I can't."

I am referring to the public domain Microsoft BASIC version of ELIZA that I have been promising you for months now. I thought I had it figured out; just needed the time to sit down and do it. Well, I finally got the time to sit down and try it and I got up a sadder and no wiser man. Shattered. Humbled. Humiliated. Brought down by Atari BASIC's lack of string array capabilities. At least, that's what I think stopped me. Perhaps you will know better and try to educate me --- a fool's errand if ever there was one!

Which brings me to hope, renewed hope, which has sprung eternal in my wounded breast (ouch!). (Who writes such stuff? I just copy it; the exam question is: who writes such stuff?) The hope sprang from the realization that I belong to MACE. I am not alone! I am a MACIAN! MACIAC? MACER? (Whoever knows what the hell we are, please write to the editor and tell him as odds are that he doesn't know, either.)

Where was I? Oh, yes, un-alone. Fellow MACE-ons, I challenge you! The public domain version of ELIZA is printed below. One of you experts take ELIZA, and as a latter day Professor Higgins, teach her to speak in Atari BASIC. "The string in Atari can be very long..." By George, I know you'll get it!

But first, how far did I get? I

could make the program "realize" that a certain word had been put in, and react to that one word. This, plus some random non-directive interview responses (e.g., "I see ... please do go on.") made for an unexciting ELIZA. A more exciting ELIZA would spit (spit?) back whole phrases with new added words of her own. For example, should you say, "I do not feel good," ELIZA might respond, "Why do you say you do not feel good?" Note that she used all of your words, and changed the "I" to "you". What a clever girl. Woman! Person!!! (Excuse me, if you think there is any excuse for me.)

Second, some tips that you experts will not need:

\*\* Don't forget to DIMension the strings.

\*\* In line 90, CLS is clear screen. In Atari BASIC, POKE 87,1.

\*\* INKEY%=character corresponding to last keystroke. You can get this with CHR\$(PEEK(764)). I think. Remember, I'm a failure!

\*\* RANDOMIZE (line 140) sends a new seed to the RND function to ensure truly random results. I was going to ignore this one. Almost random is good enough for this program.

\*\* INSTRing has three arguments, n, short string, and long string. Starting from the nth position, INSTRing searches the long string for the short string and returns the starting position of the short string. This was simulated in machine language for the Atari in the February 1986 COMPUTE!, starting on page 58.

\*\* The DATA statements starting at line 790 represent B\$,C\$ and those starting at line 1150 are F\$,G\$.

\*\* A\$ is user input. You figure out RIGHT\$, LEFT\$, J\$, L\$, and K\$.

\*\* Lines 280, 300, 370, 380, 400, 410, 610 and 630 killed my efforts. May the force be with you.

\*\* Line 740 limits a READ loop to 8, but there are 10 data sets starting at

line 1150.

Third, my vision. I was really disappointed because I was going to have a lot of fun with this. Examples:

\*\* At the outset, ELIZA should be updated to ask about payment. Blue Cross? Credit card? Cash? "None of the above" should stop execution, with an insult as you are "thrown out".

\*\* Some of you will stoop to cursing ELIZA. I know, no one you know would do this. It will be somebody you don't know! I was going to count these and protest at the first, warn at the second, and simply GOTO END at the third. Yipes, what a bad programmer! He uses GOTO!

\*\* Seems to me the program should end with billing information, perhaps based on several dollars per response --- about par for the psych course?

\*\* As for "sex", "I feel you should really discuss this with a human" (line 900), I think the response is far too bland. My ELIZA would have shown a bit more interest, but might have asked you (or somebody you don't know) to stop fondling her SPACEBAR.

Finally, I trust our editor and/or the MACE disk library will provide fleeting fame, but no fortune, to the expert who can really make this sucker hum and who submits a suitable Atari version on disk. Good luck, and may the rain in Spain fall mainly on your plain. May your AI be more I and less A. May ... whatever.

```
10 REM ELIZA, A PUBLIC DOMAIN PROGRAM
20 REM ALL INPUT MUST BE IN UPPER
CASE
30 REM NO PUNCTUATION; APOSTROPHES OK
40 REM AS IN DON'T, YOU'RE
50 GOSUB 660:REM INITIALIZE
60 PRINT "WELCOME TO ANOTHER SESSION
WITH"
70 PRINT "YOUR COMPUTER PSYCHIATRIST,
ELIZA"
80 PRINT:INPUT "WHAT IS YOUR FIRST
NAME";Z$
90 CLS:PRINT "WELL, HI THERE ";Z$
100 PRINT:PRINT "IT SURE IS NICE TO
HAVE YOU DROP BY"
110 PRINT:PRINT "PRESS MY SPACEBAR
WHEN YOU'RE READY TO START"
```

```
120 N=N+1
130 IF INKEY$="" THEN 120
140 CLS:RANDOMIZE N
150 GOSUB 590:REM ACCEPT USER INPUT
160 IF RND<.2 THEN PRINT Z$;"; ";
170 GOSUB 190:REM PROCESS INPUT,
PRINT REPLY
180 PRINT:GOTO 150
190 REM FIND KEY WORD, PHRASE
200 Z=0
210 Z=Z+1
220 D=INSTR(A$,B$(Z))
230 IF D<>0 THEN 260
240 IF Z<35 THEN 210
250 GOSUB 440:RETURN
260 REM PROCESS KEY WORDS
270 PRINT C$(Z);"; ";
280 IF RIGHT$(C$(Z),1)<"A" THEN
PRINT:RETURN
290 H=LEN(A$)-(D+LEN(B$(Z)))
300 IF H>0 THEN A$=RIGHT$(A$,H)
310 Z=0
320 Z=Z+1
330 D=INSTR(A$,F$(Z))
340 IF D<>0 THEN 370
350 IF Z<8 THEN 320
360 PRINT A$:RETURN
370 J$=LEFT$(A$, (D-1))+ " "+G$(Z)
380 Z=LEN(A$)-LEN(LEFT$(A$, (D-1)))-
LEN(G$(Z))
390 PRINT J$
400 IF Z>2 THEN L$=RIGHT$(A$, (Z-2)):
IF INSTR(K$,L$)=0 THEN RETURN
410 IF Z>2 THEN PRINT RIGHT$(A$,
(Z-2))
420 IF Z<2 THEN PRINT
430 RETURN
440 REM RANDOM REPLIES, NO KEY WORD
450 Z=INT(RND*11)+1
460 ON Z GOSUB 480,490,500,510,520,
530,540,550,560,570,580
470 RETURN
480 PRINT "WHAT DOES THAT SUGGEST TO
YOU?":RETURN
490 PRINT "I SEE...":RETURN
500 PRINT "I'M NOT SURE I UNDERSTAND
YOU FULLY.":RETURN
510 PRINT "CAN YOU ELABORATE ON THAT
?":RETURN
520 PRINT "THAT IS QUITE INTERESTING
!":RETURN
530 PRINT "THAT'S SO...PLEASE
CONTINUE.":RETURN
540 PRINT "I UNDERSTAND...":RETURN
550 PRINT "WELL, WELL...DO GO ON."
:RETURN
560 PRINT "WHY ARE YOU SAYING THAT?"
:RETURN
```



```

570 PRINT "PLEASE EXPLAIN THE BACK
GROUND TO THAT REMARK...":RETURN
580 PRINT "COULD YOU SAY THAT AGAIN,
IN A DIFFERENT WAY?":RETURN
590 REM ACCEPT USER INPUT
600 INPUT A$:K$=A$
610 IF LEFT$(A$,3)="BYE" THEN PRINT
"GOODBYE FOR NOW":END
620 K=LEN(A$)
630 IF LEFT$(A$,7)="BECAUSE" THEN A$
=RIGHT$(A$, (K-7)):K=K-7
640 A$=" "+A$+" "
650 RETURN
660 REM INITIALIZE
670 CLS:N=0
680 DIM B$(35),C$(35),F$(8),G$(8)
690 REM FILL B$, C$ WITH KEY WORDS,
REPLIES
700 FOR A=1 TO 35
710 READ B$(A),C$(A)
720 NEXT A
730 RESTORE 1150
740 FOR A=1 TO 8
750 READ F$(A):READ G$(A)
760 NEXT A
770 RETURN
780 REM KEY WORDS, REPLIES
790 DATA " CAN YOU","PERHAPS YOU
WOULD LIKE TO BE ABLE TO"
800 DATA " DO YOU","YES, I"
810 DATA " CAN I","PERHAPS YOU DON'T
WANT TO BE ABLE TO"
820 DATA " YOU ARE","WHAT MAKES YOU
THINK I AM"
830 DATA " YOU'RE","WHAT IS YOUR
REACTION TO ME BEING"
840 DATA " I DON'T","WHY DON'T YOU"
850 DATA " I FEEL","TELL ME MORE
ABOUT FEELING"
860 DATA " WHY DON'T YOU","WHY WOULD
YOU WANT ME TO"
870 DATA " WHY CAN'T I","WHAT MAKES
YOU THINK YOU SHOULD BE ABLE TO"
880 DATA " ARE YOU","WHY ARE YOU SO
INTERESTED IN WHETHER OR NOT I
AM"
890 DATA " I CAN'T","HOW DO YOU KNOW
YOU CAN'T"
900 DATA " SEX","I FEEL YOU SHOULD
REALLY DISCUSS THIS WITH A
HUMAN"
910 DATA " I AM","HOW LONG HAVE YOU
BEEN"
920 DATA " I'M","WHY ARE YOU TELLING
ME YOU'RE"
930 DATA " I WANT","WHY DO YOU WANT"
940 DATA " WHAT?","WHAT DO YOU
THINK?"

```

```

950 DATA " HOW","WHAT ANSWER WOULD
PLEASE YOU THE MOST?"
960 DATA " WHO","HOW OFTEN DO YOU
THINK OF SUCH QUESTIONS?"
970 DATA " WHERE","WHY DID YOU ASK
ME THAT?"
980 DATA " WHEN","WHAT WOULD YOUR
BEST FRIEND SAY TO THAT
QUESTION?"
990 DATA " WHY","WHAT IS IT THAT YOU
REALLY WANT TO KNOW?"
1000 DATA " PERHAPS","YOU'RE NOT VERY
FIRM ON THAT"
1010 DATA " DRINK","MODERATION IN ALL
THINGS SHOULD BE THE RULE"
1020 DATA " SORRY","WHY ARE YOU
APOLOGIZING?"
1030 DATA " DREAM","WHY DID YOU BRING
UP THE SUBJECT OF DREAMS?"
1040 DATA " I LIKE","IT IS GOOD THAT
YOU LIKE"
1050 DATA " MAYBE","AREN'T YOU BEING
A BIT NEGATIVE?"
1060 DATA " NO","WHY ARE YOU BEING
NEGATIVE?"
1070 DATA " YOUR","WHY ARE YOU
CONCERNED ABOUT MY"
1080 DATA " ALWAYS","CAN YOU THINK OF
A SPECIFIC EXAMPLE?"
1090 DATA " THINK","DO YOU DOUBT"
1100 DATA " YES","YOU SEEM QUITE
CERTAIN. WHY IS THIS SO?"
1110 DATA " FRIEND","WHY DO YOU BRING
UP THE SUBJECT OF FRIENDS?"
1120 DATA " COMPUTER","WHY DO YOU
MENTION COMPUTERS?"
1130 DATA " AM I","YOU ARE"
1140 REM CONJUGATE
1150 DATA " I ","YOU"
1160 DATA " ARE ","AM"
1170 DATA " WERE ","WAS"
1180 DATA " YOU ","ME"
1190 DATA " YOUR ","MY"
1200 DATA " I'VE ","YOU'VE"
1210 DATA " I'M ","YOU'RE"
1220 DATA " ME ","YOU"
1230 DATA " AM I ","YOU ARE"
1240 DATA " AM ","ARE"

```

# USING THE 1030 MODEM

by D.F.Neff

This article will help the novice Modem user get on line with their ATARI equipment.

Since the introduction of ATARI's new XM301 Modem, many local retailers are offering the ATARI 1030 for \$60. This is resulting in many new Modem users in this area. Or perhaps I should say, many very confused would-be users. The documentation supplied with the 1030 is weak, full of typos, and written for experienced Modem users.

My search for books or magazines which were written to aid a novice was fruitless. Even the August, 1985 issue of ANTIC magazine, which was devoted to telecomputing, offers no assistance to someone trying to get on-line for the first time.

In this article I will walk you step-by-step through your first on-line experience with the 1030 Modem. I'll discuss the process two ways. First I'll tell you how to use the ANTIC disk which you received in the Modem box. Next I'll tell you how to use the 1030 Express! program. Many enlightened dealers are giving the 1030 Express! program to purchasers of the 1030 Modem. If you don't have 1030 Express!, get it! If you do have 1030 Express! then skip the instructions for the ANTIC disk.

Study the section of this article pertaining to your disk, hook up your Modem as shown on pages 4 and 5 of your 1030 Modem Owner's Manual, and then follow the step-by-step instructions in this article for the Modem program you are using.

## USING THE ANTIC DISK

The disk you received inside the box with your Modem is from ANTIC magazine

(#PD024 \$10.) and contains three separate Modem programs. We are only concerned with the best one at this time: AMODEM 4.2. However, to use it we must transfer it to another disk to make a semi-bootable disk.

- 1.) Format a blank disk with DOS 2.0 or 2.5 using Option I or P.
- 2.) Write DOS files to the new disk using Option H.
- 3.) Use DOS Option C to copy the file AMODEM.42.835 from the ANTIC disk to your new disk, renaming it AMODEM.
- 4.) Use DOS Option C to copy the file RHANDLER.835 From the ANTIC disk to your new disk, renaming it AUTORUN.SYS.
- 5.) Set aside the ANTIC disk and boot the new disk you just created (use BASIC).
- 6.) After a few seconds of loading, the screen will display the program title and a very talented MACE member's name. Now type LOAD "D:AMODEM" and press RETURN. (This is why I refer to this as a semi-bootable disk; the AMODEM program won't load or run by itself).
- 7.) Type LIST and press RETURN to make sure that the AMODEM program was loaded.
- 8.) Now we're going to add a line from another talented MACE member, Mike Mitchell. Type in this line and then press RETURN:

```
2802 XID 90,#MODEM,0,0,"T:":FOR  
DL=1 TO 15:NEXT DL
```

- 9.) Save the modified program back to

the new disk by typing SAVE "D:AMODEM" and press RETURN. When the busy light on the disk drive goes out, type RUN and press RETURN.

(Finally the big moment arrives. We're ready to go on-line for the first time!)

- 10.) A new screen will be presented. After a few seconds a prompt will appear asking you for the phone number to be dialed. East Siders should type in 585-2165. West Siders should type in 582-0657.
- 11.) Press RETURN and the computer will dial the number. Now you encounter the greatest weakness in 1030 Modems. You have no way of knowing if your call is to a wrong number, a busy number, a disconnected phone, etc., because you can't hear anything. However, if your call does not go through to those two numbers, it's because they are busy. Keep trying every 10 or 15 minutes.
- 12.) When you are successful at getting through to either of the two numbers listed in step #10, your screen display will scroll up and the bottom line will say "HIT YOUR RETURN".
- 13.) Now refer to the section of this article titled "USING THE BBS".

#### USING 1030 EXPRESS!

- 1.) Boot the 1030 Express! disk without BASIC. A nice menu will appear on your monitor screen.
- 2.) Press your "E" key to select the Manual Dial option from the menu.
- 3.) The prompt at the bottom of the menu will ask for the number to be dialed. East Siders should type in 585-2165. West Siders should type in 582-0657.
- 4.) Press RETURN and the computer will dial the number. Now you encounter the greatest weakness of the 1030 Modems. You have no

way of knowing if your call is to a wrong number, a busy number, a disconnected phone, etc., because you can't hear anything. If the number dialed is busy, the computer will continue redialing until it gets through to the other computer.

- 5.) When your computer succeeds in reaching the computer on the other end of the line, your screen will clear and the word "CONNECTED" will appear in the upper left corner. A second or two later, a prompt will appear telling you to hit your RETURN key.
- 6.) Now refer to the section of this article titled "USING THE BBS"

#### USING THE BBS

- 1.) At this point your computer has successfully called another computer on the phone. Your screen display prompt is instructing you to press the RETURN key. Press RETURN now.
- 2.) Surprise! The name of a familiar organization appears at the beginning of the next line. But wait, there is more to come. Now press your "N" key and a new screen display appears. You've called your friends! (You didn't think I'd have you calling strangers on your first try, did you?)
- 3.) The prompt on the next screen display asks for your name. Type in your name and press RETURN.
- 4.) A new prompt asks for your City and State. Bulletin Board operators keep track of the number of callers, and they take great pride in the number of long distance calls they get. Type in your City and State and press the RETURN key again.
- 5.) The computer will reprint your name and address and ask you to

- verify that it is correct. Press the "Y" key (some other BBS's require you to press RETURN too). The screen and your computer will be inactive for a few seconds while this happens.
- 6.) Now the Bulletins will scroll up your screen. You can stop the scrolling by pressing Control-S when you want to read the text. The scrolling can be restarted by pressing Control-Q.
  - 7.) When the Bulletins are done, you will be asked if this is your first time on this BBS. Answer 'yes' by pressing your "Y" key. The screen will begin to fill with "New User Information" which explains the menu functions for this BBS. Just scan the text for now, don't try to remember it. I'll explain the menu functions you'll use as we go along.
  - 8.) When all the text has been displayed, the scrolling will stop and the bottom of your screen will display a partial alphabet. This is the menu for the functions of this BBS. A generic index of these functions is included in this article, but for right now we will be using only three: F, M and O.
  - 9.) Press your "M" key (some BBS's require you to press RETURN too) for the Message Base. This function allows you and others to leave messages (E-mail) for each other.
  - 10.) After the message base has been loaded, you will be presented with another menu of functions. We want to read the messages, so press the "R" key for Retrieve or Read.
  - 11.) The screen display will tell you the numbers of the first and last messages. We want to read all the messages, so type in the lowest number, followed by a hyphen and then the last number (for example: 77-275) and press RETURN.
  - 12.) Now the messages will begin to scroll up your screen. You can stop the scrolling by pressing Control-S when you want to read a message. The scrolling can be restarted by pressing Control-Q.
  - 13.) When all of the messages have been displayed, you will be presented with the prompt "ENTER MSG# (FROM-TO)". Press RETURN only. The Message menu will appear. Press your "M" key for the Main menu.
  - 14.) When the Main menu is printed on your screen, press your "F" key to view the program files available for downloading. (Some BBS's also ask you to select a drive number at this point.) The names displayed are public domain programs available to you, for free, through your new 1030 Modem. Although they are free, I think that all of us should feel an obligation to pay for our downloads by uploading as well. Just think of the potential library available, if each user would upload at least one program each year!
  - 15.) At the bottom of your screen you'll find the Main menu display again. Get out your pencil and paper and prepare for a lot of writing. Press your "O" key and a list of other BBS phone numbers will scroll up your screen. The numbers are from all over the U.S. and Canada. Fortunately, they are listed with the area code first, and all our local (313) numbers are in a single group. Watch the area codes as they scroll up the left side of your screen, and when the 313 code numbers fill your screen, press Control-S to stop the scrolling action. Write down the phone numbers and names that you might be interested in. Press Control-Q to start the scrolling action again when you're ready to continue.



- 16.) When the list has been displayed, the Main menu will reappear at the bottom of your screen. Press your "G" key for "Goodbye".
- 17.) You are now offered a chance to leave a personal message for the system operator (Sysop). Unlike the messages we read earlier, this is a private message that can be read only by the Sysop.
- 18.) We will not leave a message this time, so press your "N" key to bypass this option.
- 19.) Now press your "Y" key to answer the prompt which asks if you want to log off.

Congratulations! You've just become an experienced 1030 Modem user. Other Modems and other BBS's operate very similar to what you've just gone through. Now call some of the other BBS numbers you copied in step 15. Be warned though, that many of them have short lives and may no longer be in operation. I usually call any new BBS number on the phone to see if it's still working. If a computer answers, I hang up and have my ATARI call back.

Good luck, have fun and watch out for the toll charges.

#### TYPICAL BBS MENU FUNCTIONS

THE FOLLOWING MENU FUNCTIONS ARE TYPICAL OF THE ONES USED ON LOCAL BBS's. SOME OF THE MEANINGS WILL BE DIFFERENT ON VARIOUS BOARDS. YOU CAN CHECK THE MEANINGS ON MOST BOARDS BY SELECTING OPTION "H" FROM THEIR MENU.

WHAT IS YOUR CHOICE?

(A,B,C,D,E,F,G,H,I,K,L)

(O,P,Q,R,S,T,U,W,X,?) >?

/CTRL=^/ ^S PAUSE, ^Q RESUME,  
^X QUIT

#### \* FUNCTIONS\*

A.....ASCII/ATASCII SWITCH  
B.....PRINT BULLETINS  
C.....PRINT CALLERS  
D.....DOWNLOAD A FILE  
E.....ENTER A MESSAGE  
F.....LIST DOWNLOAD FILE NAMES  
G.....GOOD-BYE (LEAVE SYSTEM)  
H.....EXPLANATION OF FUNCTIONS  
I.....INDEX OF DOWNLOAD FILES  
K.....DELETE YOUR OLD MESSAGES  
L.....LINE FEED SWITCH (ON/OFF)  
O.....OTHER BULLETIN BOARDS  
P.....PAGE AND CHAT WITH SYSOP  
Q.....QUICK SUMMARY OF MESSAGES  
R.....RETRIEVE MESSAGES  
S.....SUMMARIZE MESSAGES  
T.....TIME AND DATE  
U.....UPLOAD A FILE  
W.....PRINT WELCOME MESSAGE  
X.....EXPERT USER SWITCH

#### WORD PROCESSOR HINT

No. of columns displayed:

for ATARIWRITER+

=(Right margin)-(Left margin)+1

for PaperClip

=(Right margin)-(Left margin)-1

## ST SIG MINUTES

by

Richard L. Staff

The ST SIG is a M.A.C.E. Special Interest Group for the 16-bit Atari ST computers. We meet on the first Tuesday of the month at 7:30 P.M. in the Southfield Civic Center. The January 6th meeting revolved around officer elections. Steve Mileski (Acting Meeting Coordinator) reviewed what the perceptions were about the ST SIG's purpose is or could be. He then conducted the election of officers. Nominees for the following positions were:

Chairperson --- Steve Mileski and Fred Kandah

Meeting Coordinator --- Vic Farkas and Steve Mileski

Corresponding Secretary --- Richard Staff

Disk Librarian --- Steve Mileski, Fred Kandah and Ed Hanson

Membership Coordinator --- Paul Wheeler

Treasurer/Auditor --- Dick Larkins

The following individuals were elected:

Chairperson --- Fred Kandah

Meeting Coordinator --- Vic Farkas and Steve Mileski (jointly held!)

Corresponding Secretary --- Richard Staff


Disk Librarian --- Ed Hanson

Membership Coordinator --- Paul Wheeler

Treasurer/Auditor --- Dick Larkins


After the elections, Tom Sturza (MACE President) gave a brief talk regarding ST presentations/demos and a beginners ST User group at the MACE regular meeting. Ed Hanson (ST SIG Disk Librarian) demonstrated and explained

two "shareware" products that are now part of the ST SIG disk library. PCommand is a shell program that replaces the GEM user interface with a set of MS-DOS like commands. It is for the user who misses their IBM PC and/or also wants a powerful batch processing facility. ARC is a file archiver, that is, it makes a file of files. To put it another way, ARC allows a user to crunch, pack, and store many files into one library file with a considerable savings of disk space. Both "shareware" products are available on one disk from the ST SIG Disk Library for \$6.00. Fred Kandah (ST SIG Chairman) announced a new ST users service BBS. The ST SOURCE BBS can be reached at 476-8405 (the telephone number is likely to change in the future!). Remember, future computing can be done today on an ATARI ST!!





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